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☐	L11	(auction or bid$4) same proxy and 705/37.ccls.	104
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☐	L4	auction same circle$	46
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Advanced Information Networking and Applications, 2004. AINA 2004. 18th Int Conference on
Volume 1, 2004 Page(s):518 - 523 Vol.1
Digital Object Identifier 10.1109/AINA.2004.1283962

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Digital Object Identifier 10.1109/AINA.2004.1283962

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Hogan, W.W.;
Power Engineering Society General Meeting, 2003, IEEE
Volume 1, 13-17 July 2003 Page(s):
Digital Object Identifier 10.1109/PES.2003.1267229

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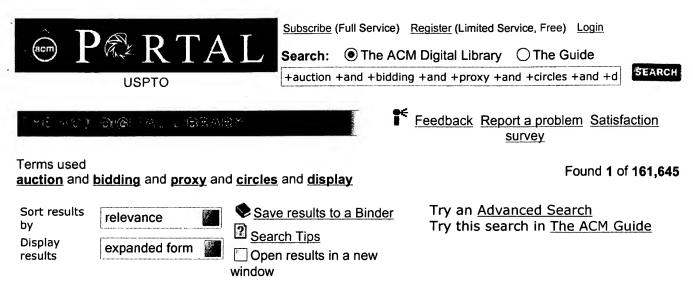Your search matched **2** of **1239820** documents.
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IEEE STD	IEEE Standard

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Wassell, I.J.;
Security Technology, 2000. Proceedings. IEEE 34th Annual 2000 International Conference on
23-25 Oct. 2000 Page(s):113 - 118
Digital Object Identifier 10.1109/CCST.2000.891176

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Ammari, S.; Passelergue, J.C.; Galzin, C.; Sztrada, G.;
Power Engineering Society General Meeting, 2003, IEEE
Volume 4, 13-17 July 2003 Page(s):
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1 A survey of peer-to-peer content distribution technologies
Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Full text available: 🔒 pdf(517.77 KB)   Additional Information: full citation, abstract, references, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...
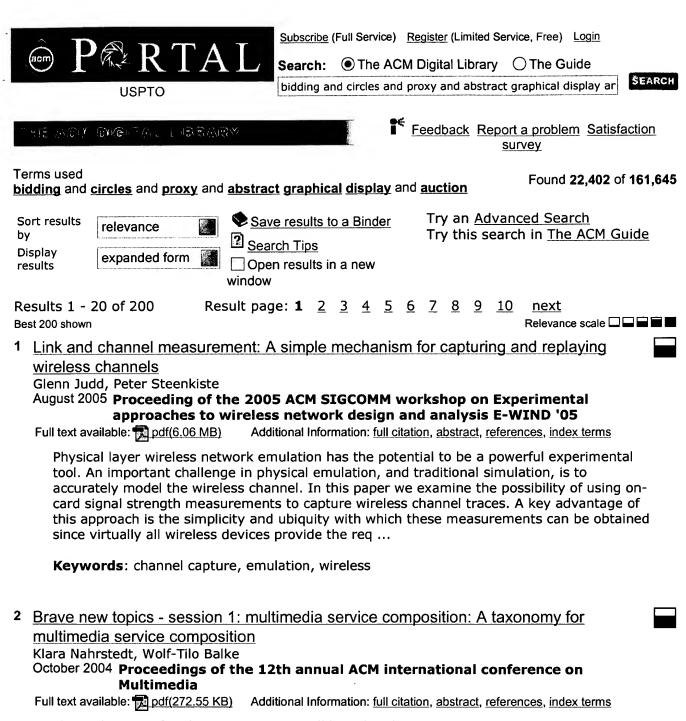
Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

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1 Link and channel measurement: A simple mechanism for capturing and replaying   ▬
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Glenn Judd, Peter Steenkiste
August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**
Full text available: 🗎 pdf(6.06 MB)   Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless

2 Brave new topics - session 1: multimedia service composition: A taxonomy for   ▬
multimedia service composition
Klara Nahrstedt, Wolf-Tilo Balke
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Full text available: 🗎 pdf(272.55 KB)   Additional Information: full citation, abstract, references, index terms

The realization of multimedia systems still heavily relies on building monolithic systems that need to be reengineered for every change in the application and little of which can be reused in subsequent developments even for similar applications. Hence, building complex large scale multimedia systems is still a difficult and challenging problem. Service-based architectures, like researched in the Web community, form a possible solution to this problem: The service-based paradigm decomposes co ...

Keywords: multimedia service composition, service-oriented architectures

3 Exhibits: The chat circles series: explorations in designing abstract graphical   ▬
communication interfaces
Judith Donath, Fernanda B. Viégas

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**
Full text available: 📄 pdf(357.12 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We have been creating a series of graphical chat programs designed to foster social interaction and expressive communication. We started with a spare, minimalist interface and in subsequent programs have modified its fundamental features: background space, individual representation, movement implementation, communication channels, and history depiction. The resulting family of graphical chat programs share many interface features but differ significantly in their feel and function. This paper ex ...

Keywords: conversational interface, online chat, social communication

4 <u>The state of the art in distributed query processing</u>
Donald Kossmann
December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Full text available: 📄 pdf(455.39 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Distributed data processing is becoming a reality. Businesses want to do it for many reasons, and they often must do it in order to stay competitive. While much of the infrastructure for distributed data processing is already there (e.g., modern network technology), a number of issues make distributed data processing still a complex undertaking: (1) distributed systems can become very large, involving thousands of heterogeneous sites including PCs and mainframe server machines; (2) the stat ...

Keywords: caching, client-server databases, database application systems, dissemination-based information systems, economic models for query processing, middleware, multitier architectures, query execution, query optimization, replication, wrappers

5 <u>Auctions and E-commerce: A probabilistic approach to automated bidding in alternative auctions</u>
Marlon Dumas, Lachlan Aldred, Guido Governatori, Arthur ter Hofstede, Nick Russell
May 2002 **Proceedings of the 11th international conference on World Wide Web**

Full text available: 📄 pdf(233.70 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper presents an approach to develop bidding agents that participate in multiple alternative auctions, with the goal of obtaining an item at the lowest price. The approach consists of a prediction method and a planning algorithm. The prediction method exploits the history of past auctions in order to build probability functions capturing the belief that a bid of a given price may win a given auction. The planning algorithm computes the lowest price, such that by sequentially bidding in a s ...

6 <u>Talking in circles: designing a spatially-grounded audioconferencing environment</u>
Roy Rodenstein, Judith S. Donath
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: 📄 pdf(1.28 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper presents *Talking in Circles*, a multimodal audioconferencing environment whose novel design emphasizes spatial grounding with the aim of supporting naturalistic group interaction behaviors. Participants communicate primarily by speech and are represented as colored circles in a two-dimensional space. Behaviors such as subgroup conversations and

. social navigation are supported through circle mobility as mediated by the environment and the crowd and distance-based attenuation o ...

Keywords: audio, computer-mediated communication, drawing, gesture, interaction design, media space, multicast, multimodal interfaces, representation, social navigation, speech

7 The dynamics of mass online marketplaces: a case study of an online auction

Jungpil Hahn

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(195.95 KB)   Additional Information: full citation, abstract, references, index terms, review

The Internet has dramatically changed how people sell and buy goods. In recent years we have seen the emergence of electronic marketplaces that leverage information technology to create more efficient markets such as online auctions to bring together buyers and sellers with greater effectiveness at a massive scale. Despite the growing interest and importance of such marketplaces, our understanding of how the design of the marketplace affects buyer and seller behavior at the individual level ...

Keywords: electronic marketplaces, information overload, item display, market navigation, market technostructure, massive scale online auctions, online market design

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

9 Understanding users II: A qualitative assessment of the efficacy of UML diagrams as a form of graphical documentation in aiding program understanding

Scott Tilley, Shihong Huang

October 2003 **Proceedings of the 21st annual international conference on Documentation**

Full text available: pdf(274.99 KB)   Additional Information: full citation, abstract, references, citings, index terms

Graphical documentation is often characterized as an effective aid in program understanding. However, it is an open question exactly which types of graphical documentation are most suitable for which types of program understanding tasks (and in which specific usage contexts). The Unified Modeling Language (UML) is the de facto standard for modeling modern software applications. This paper describes an experiment to assess the qualitative efficacy of UML diagrams in aiding program understanding. ...

Keywords: Unified Modeling Language (UML), assessment, graphical documentation, program understanding

10 Social translucence: an approach to designing systems that support social processes
Thomas Erickson, Wendy A. Kellogg
March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Full text available: 🔁 pdf(186.89 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

We are interested in desiging systems that support communication and collaboration among large groups of people over computing networks. We begin by asking what properties of the physical world support graceful human-human communication in face-to-face situations, and argue that it is possible to design digital systems that support coherent behavior by making participants and their activites visible to one another. We call such systems "socially translucent systems" and suggest ...

Keywords: CMC, CMI, CSCW, computer-mediated communication, social computing, social navigation, social visualization, visualization

11 A survey of peer-to-peer content distribution technologies
Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Full text available: 🔁 pdf(517.77 KB)   Additional Information: full citation, abstract, references, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

12 A new twist on an old method: a guide to the applicability and use of web experiments in information systems research
Michael R. Wade, Peter Tingling
August 2005 **ACM SIGMIS Database**, Volume 36 Issue 3

Full text available: 🔁 pdf(297.63 KB)   Additional Information: full citation, abstract, references, index terms

A review of the Information Systems literature reveals that experiments are employed infrequently by IS researchers. Further, there is some evidence that the use of experiments is not increasing and may, in fact, be declining. A relatively new approach, the Web experiment, is introduced as a tool for Information Systems researchers to take advantage of the benefits of experimental methods, while avoiding some of the costs. A Web experiment resides on a Web site and can be accessed online through ...

Keywords: experimental research, internet, research methodology, web experiments

13 Privacy preserving auctions and mechanism design
Moni Naor, Benny Pinkas, Reuban Sumner
November 1999 **Proceedings of the 1st ACM conference on Electronic commerce**

Full text available: 🔁 pdf(278.36 KB)   Additional Information: full citation, references, citings, index terms

˙ 14 <u>Developing a bidding agent for multiple heterogeneous auctions</u>

Patricia Anthony, Nicholas R. Jennings

August 2003 **ACM Transactions on Internet Technology (TOIT)**, Volume 3 Issue 3

Full text available: pdf(1.15 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Due to the proliferation of online auctions, there is an increasing need to monitor and bid in multiple auctions in order to procure the best deal for the desired good. To this end, this paper reports on the development of a heuristic decision making framework that an autonomous agent can exploit to tackle the problem of bidding across multiple auctions with varying start and end times and with varying protocols (including English, Dutch and Vickrey). The framework is flexible, configurable, and ...

Keywords: bidding strategy, genetic algorithms, multiple auctions

15 <u>A market-based approach to recommender systems</u>

Yan Zheng Wei, Luc Moreau, Nicholas R. Jennings

July 2005 **ACM Transactions on Information Systems (TOIS)**, Volume 23 Issue 3

Full text available: pdf(2.06 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Recommender systems have been widely advocated as a way of coping with the problem of information overload for knowledge workers. Given this, multiple recommendation methods have been developed. However, it has been shown that no one technique is best for all users in all situations. Thus we believe that effective recommender systems should incorporate a wide variety of such techniques and that some form of overarching framework should be put in place to coordinate the various recommendations so ...

Keywords: Recommender systems, auctions, marketplace

16 <u>Proceedings of the Battelle computer graphics conference: What is needed?</u>

William H. Huggines

April 1974 **ACM SIGGRAPH Computer Graphics**, Volume 8 Issue 1

Full text available: pdf(969.98 KB)   Additional Information: <u>full citation</u>

17 <u>Socially translucent systems: social proxies, persistent conversation, and the design of</u> <u>"babble"</u>

Thomas Erickson, David N. Smith, Wendy A. Kellogg, Mark Laff, John T. Richards, Erin Bradner

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.07 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We take as our premise that it is possible and desirable to design systems that support social processes. We describe Loops, a project which takes this approach to supporting computer-mediated communication (CMC) through structural and intemctive properties such as persistence and a minimalist graphical representation of users and their activities that we call a social proxy. We discuss a prototype called Babble that has been used by our group for over a year, and has been deployed to ...

Keywords: CMC, CSCW, IRC, awareness, chat, computer-medicated communication, conversation, design, discourse, social activity, social computing, visualization

· 18 Graphical multiscale Web histories: a study of padprints

Ron R. Hightower, Laura T. Ring, Jonathan I. Helfman, Benjamin B. Bederson, James D. Hollan

May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**

Full text available: pdf(1.31 MB)   Additional Information: full citation, references, citings, index terms

19 Middleware design issues for ubiquitous computing

Tatsuo Nakajima, Kaori Fujinami, Eiji Tokunaga, Hiroo Ishikawa

October 2004 **Proceedings of the 3rd international conference on Mobile and ubiquitous multimedia MUM '04**

Full text available: pdf(183.67 KB)   Additional Information: full citation, abstract, references

Our daily lives will be dramatically changed by embedded small computers in our environments. The environments are called *ubiquitous computing environments.* To realize the environments, it is important to reduce the cost to develop ubiquitous computing applications by encapsulating complex issues in middleware infrastructures that are shared by various applications.In this paper, we describe three middleware infrastructures for supporting ubiquitous computing, that have developed in our p ...

Keywords: middleware design, ubiquitous computing

20 Graphical problem solving in DSS

Jean-Paul Jacob, Ralph H. Sprague

September 1980 **ACM SIGOA Newsletter , ACM SIGMIS Database**, Volume 1 , 12 Issue 4-5 , 1-2

Full text available: pdf(565.43 KB)   Additional Information: full citation, abstract, references

New hardware and software to support conversational graphics provide a more natural interface between a decision-maker and his/her data/model. They also permit and facilitate the use of new algorithms that exploit the ability of humans to recognize patterns and process two-dimensional data structures (pictures). These capabilities are becoming a major part of the value of Decision Support Systems.

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